

I see

a design thinking activity booklet

a collaborative effort of



Foreword

About Agastya



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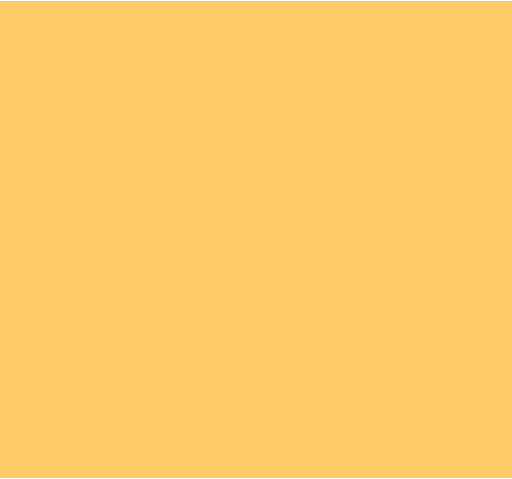


Foreword

Team Agastya

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Foreword

Team Studio Carbon



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Foreword

Praveen Nahar, Director, NID



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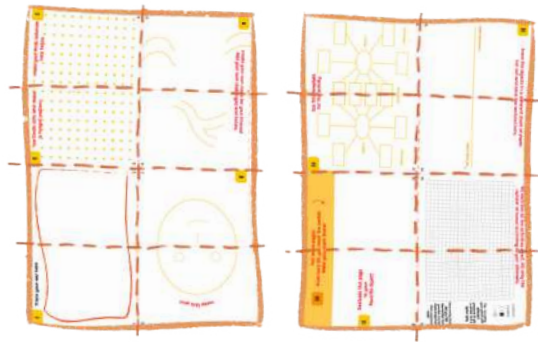
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Your personal Journal!

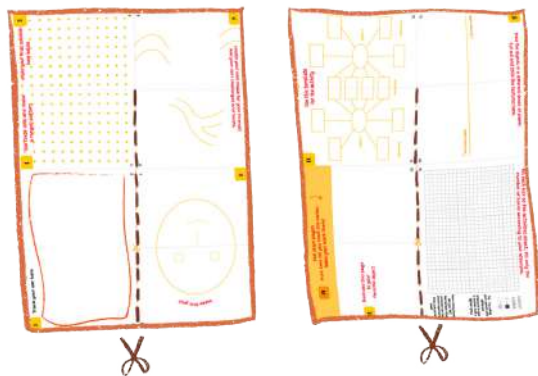
Create your personal Journal to begin doing the activities and find a reveal at the end.
Here's how to make your journal from the template given in the next pages :

1.



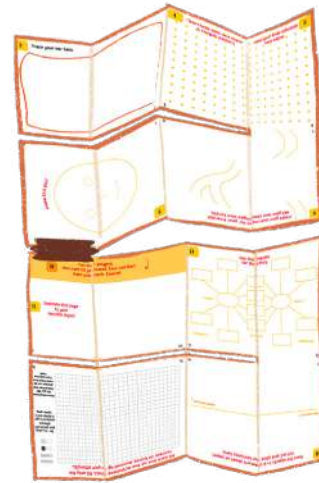
Cut the next 2 pages and lay them flat beside each other as shown. Follow the gray lines of the template to fold the 2 sheets of paper in 8 equal parts respectively.

2.



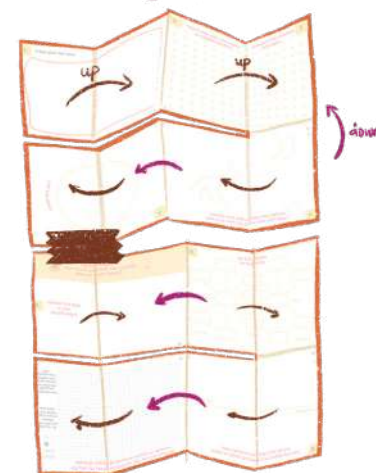
Now, cut the two papers from the same side for 3 parts - as per the marked red line of the paper. Do not cut off the last part!

3.



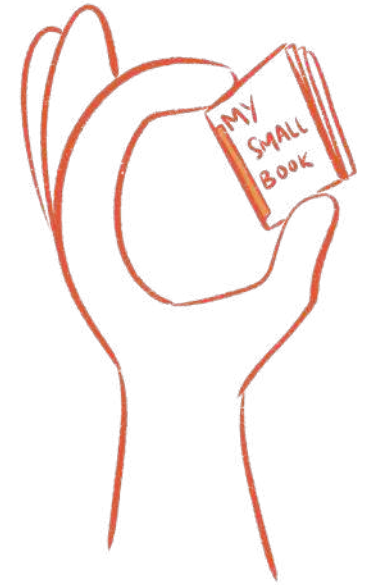
Tape the middle section in the marked area as shown - to join the two papers.

4.



Start folding from the cover area by saying 'up, down, up,down..'. Use page numbers to help you fold in the correct order.

Fold till you reach the end of your book. Now tape the left side. Your book is ready!
After Making your book, put a tape on the left side of your book. Make your own cover - like a cover designer - and start using the book.

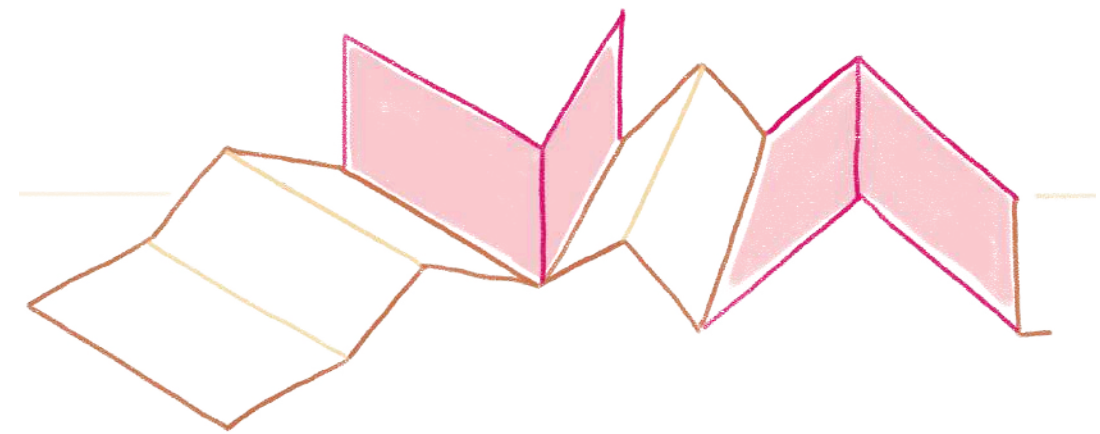


If your journal gets jumbled ...

Here is what you can do :

1. Try to find your way back from the cover -

Keep one end open and open the book fully. Then when the full page opens and fold it back up again.



Decorate it, play with it, destroy it - don't let anything stop you from doing anything to this creation. Let's get on little creators!

let's get climbing!

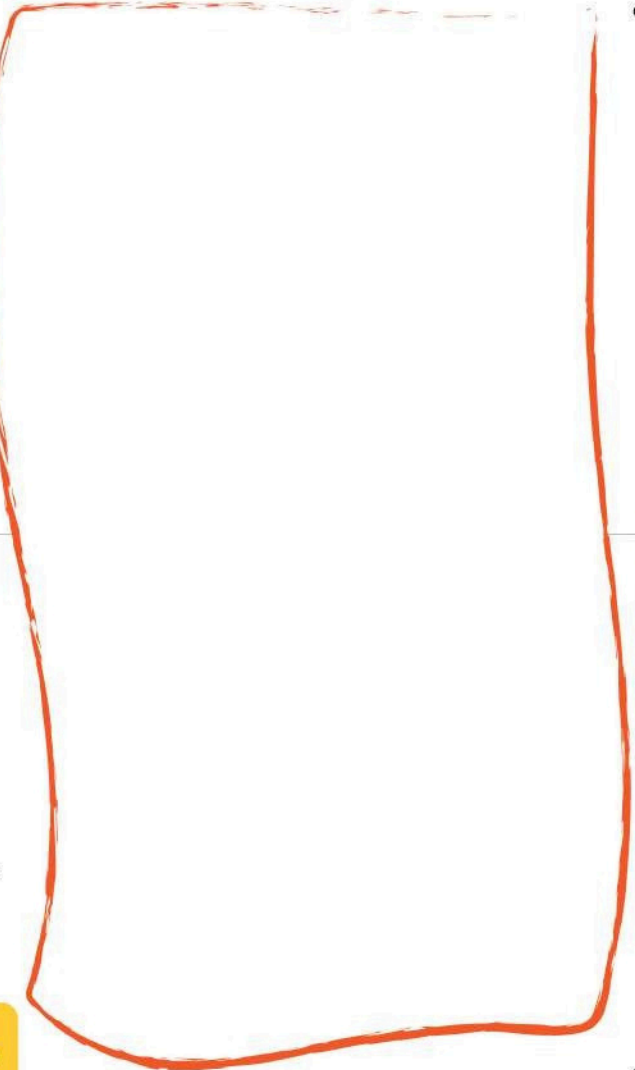


template for your journal in the next 2 pages -->

Let the fun begin!

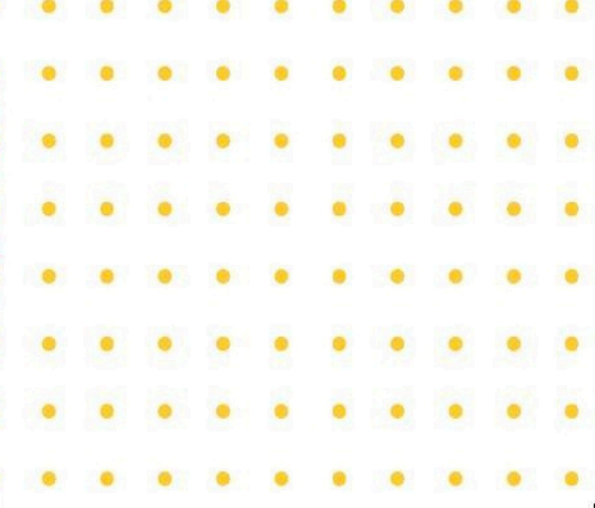
	
<p>You can pass from here to any adjoining box</p>	<p>Tell 1 fact about the object to your right</p>
<p>Do your signature step - or create one - in 10 secs.</p>	<p>Do something to cover your ears in the next 10 secs. Keep it covered for next 2 rounds to win this house</p>
	

Trace your ear here



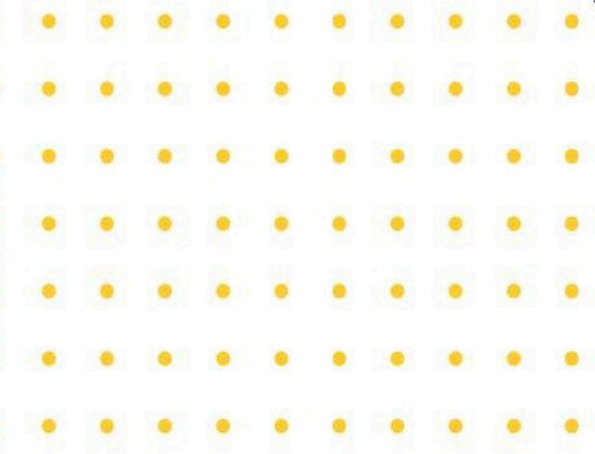
1 8

Use these dots and make a rangoli pattern

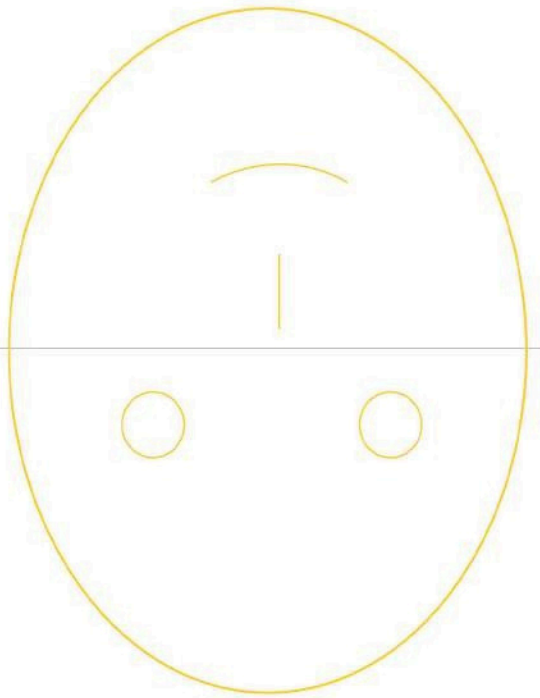


2 3 9

make your final solution here below

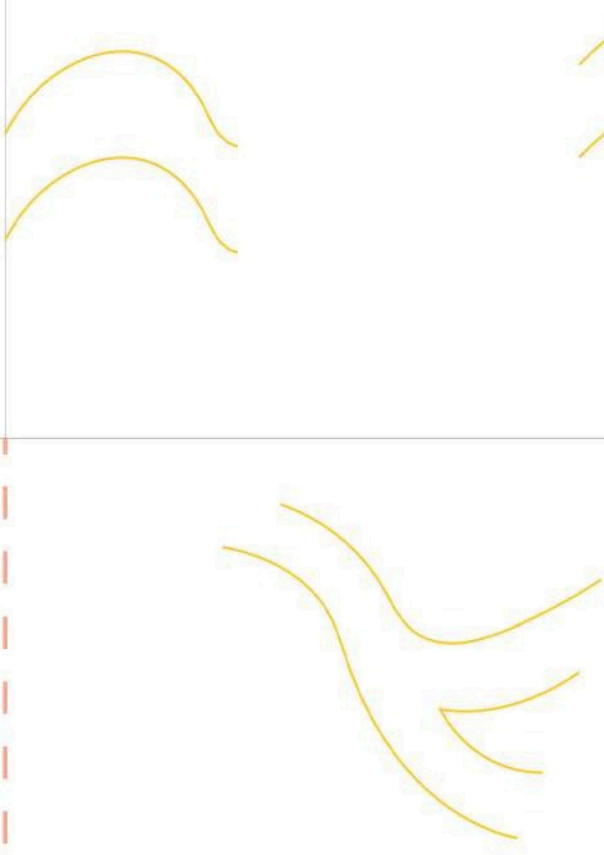


4 5



make this you!

create your own maze for your friends!
Add your own challenges and twists.

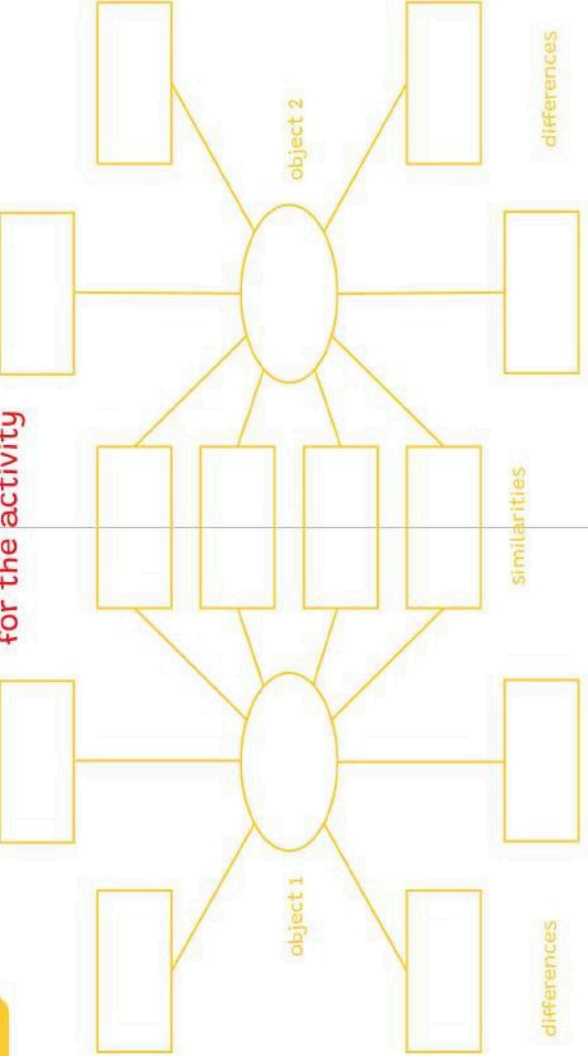


Pull down pages from here till you meet the center.
Make your mark there!



Dedicate this page to your favorite object

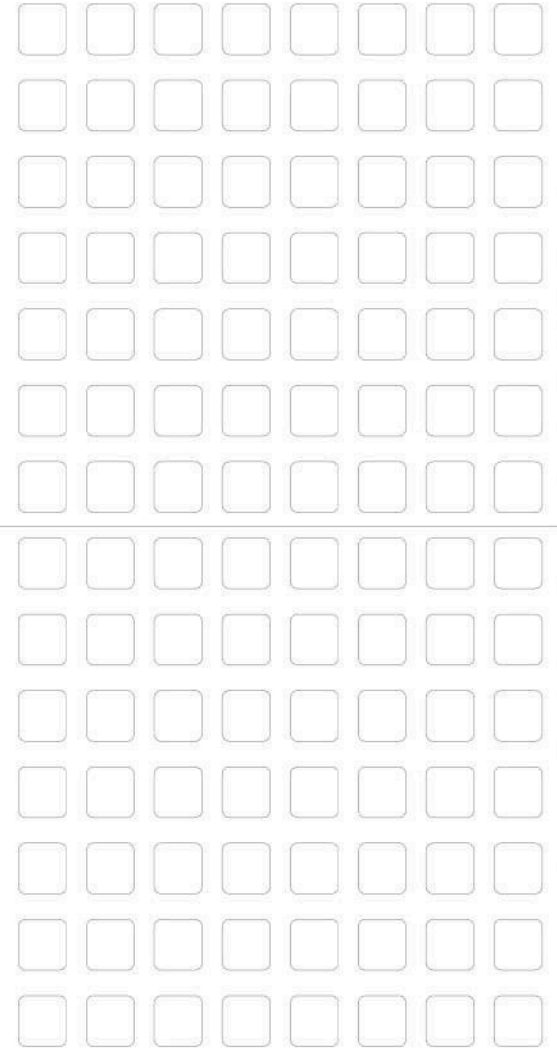
Use this template for the activity



6 16

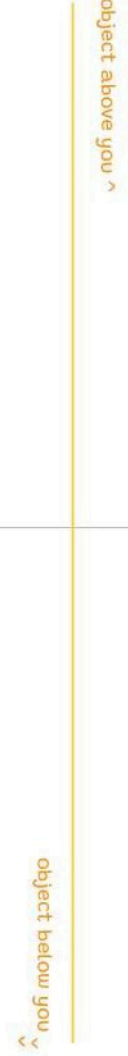


11 15 14



Fill each box as the activities direct. Fill only the number of boxes according to your attempts.

trace the objects in a different sheet of paper.
Cut out and stick the textures here.



object below you

Im lines here!

From the textures you pasted behind this page, find 1 around you with similar texture in 15 secs.

Compare yourself and the object you noted right behind this page. Find one similarity and one difference with yourself.

Point out a problem related to your response behind this box.

Try to brainstorm on ways to solve this.

Your partner must describe an object in terms of shape (Like Activity shape up)

If you guess right, you get the house.

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section 1

Let's begin by doing some activities to strengthen our senses and use them to see better.

can I see without EYES

1.

Take a moment to relax and focus your attention on your other senses, such as touch, smell, and hearing.

2.

Place the folded cloth over your eyes and ensure that it covers them completely.

3.

Use touch, sound, smell and hearing to identify objects. Visualize and guess based on what you 'feel'.

aye!
no cheating.



Materials
needed

Dupatta or a
long cloth piece

For your Journal

Count the number of objects identified in 2 minutes. Color that many boxes in page 15-16. For ex, if you guessed 5 objects correctly, color 5 boxes.

Wonder Why?

Think about how people with less sight carry out their daily tasks like counting money or identifying things around them.

1.

Find a team-mate and let the curiosity begin. You can either choose to draw or guess ahead.

2.

Choose a prompt or a word. Smoothly, use your fingers to trace the prompt on your partner's back and let your playmate guess.

House Diya (Lamp)

Bird Car

Tree Cycle

Prompts

3.

If the guesser is struggling to identify, try changing the drawing. A little help goes a long way!

4.

And finally, make the reveal and let them know if they guessed it right?

Make a total drawing of 5 prompts. Then, you can switch roles and play again!

For your Journal

Count the number of objects identified in 2 minutes. Color that many boxes in page 15-16. For example - if you guessed 5 objects correctly, color 5 boxes.

tip to tip

Have you heard about an ear-venture? Here's what it is...

Just try, don't judge!

For your Journal

In the space given in page 1-2, draw you ear as told in activity. You can use any material and can draw in any way you want - lines, shapes, textures. Remember to move both your hands together, one where you feel your ear and next where you mimic the same action down.

1.

Take your non-dominant hand and feel your ear. Allow your fingers to feel the details of your ear, like the top, the bottom, and the curves.

2.

With the same connection to your ear, draw what you feel with simultaneous action.

You can use different colors to make it more interesting too. Draw the ear in your journal. See the 'For your Journal' box.

See how Pillu is trying to feel his ears. Closing eyes helps him to 'observe' better. See if this works for you!

Scribbles and Shapes

Hello! Welcome
to scribbles and
shape world!



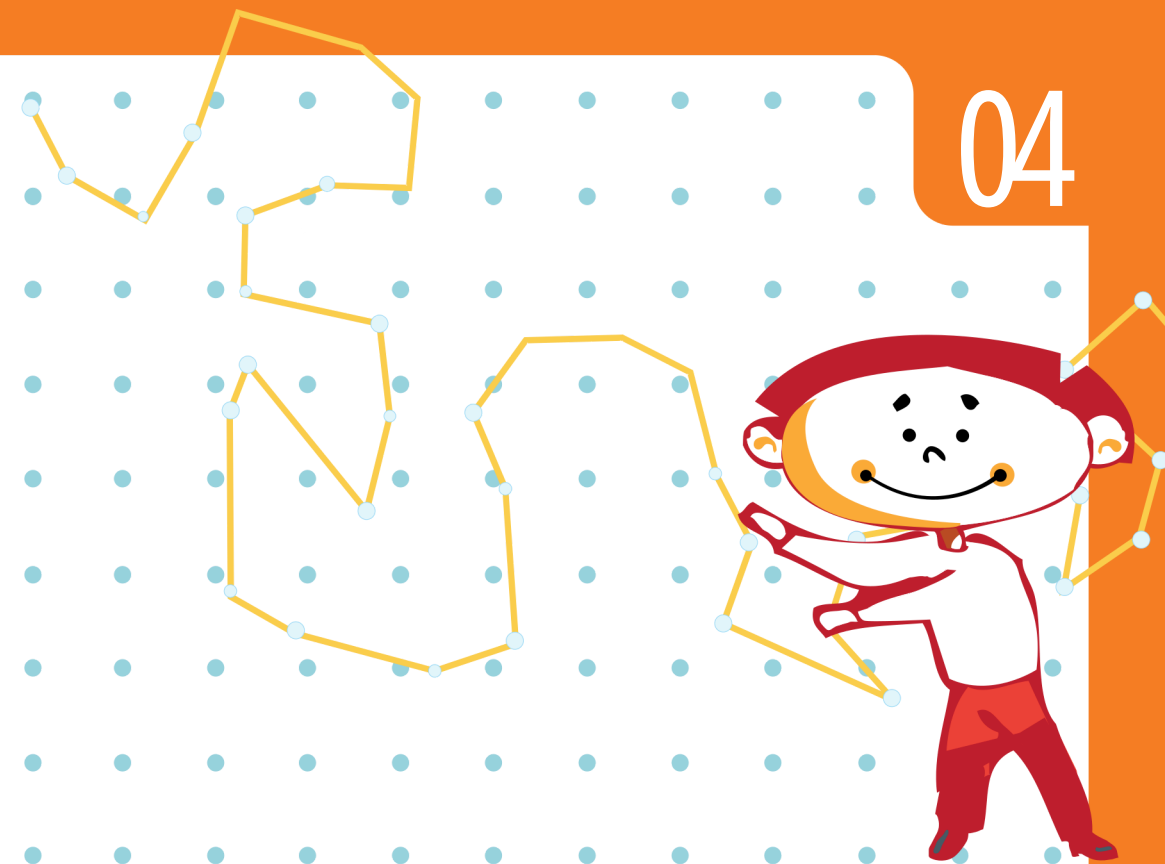
Let the fun begin!!

1.

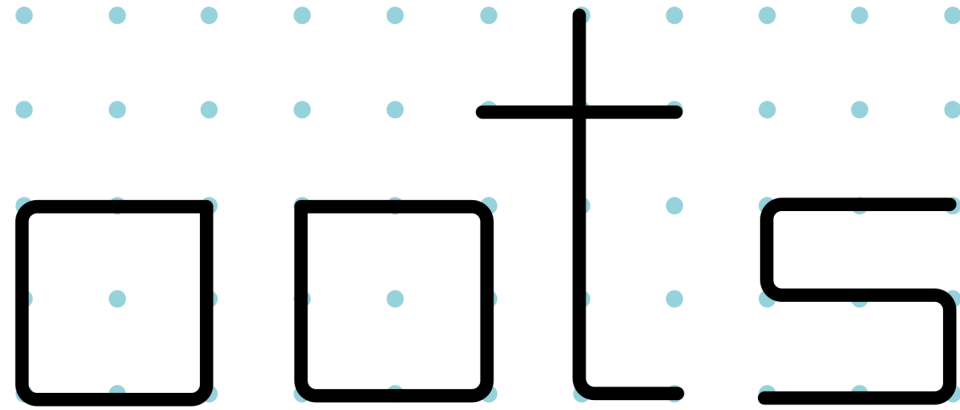
You can make any type of line and
connect them through dots in this
page in any way you like.

2.

Once you're done, observe! Find
things in what you've made like
flower, plate, pencil - or anything
that you see.
Remember, you can always find
more!



connect the



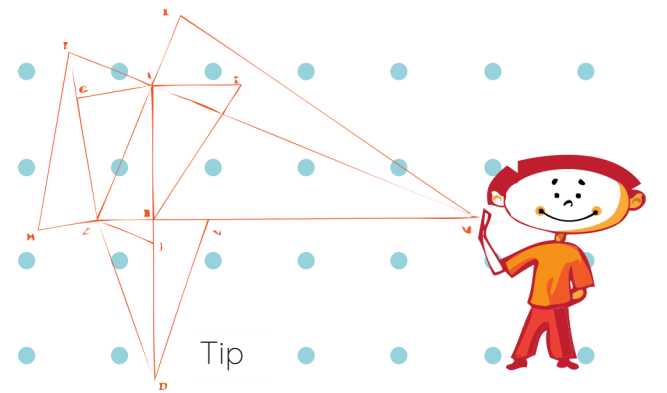
Remember, trying till you get it is the key here. Keep trying! Effort has great value.

1.

Make four straight lines to connect all the 9 dots aligned like the shown highlighted ones. However, the challenge is to avoid lifting the pencil off the paper

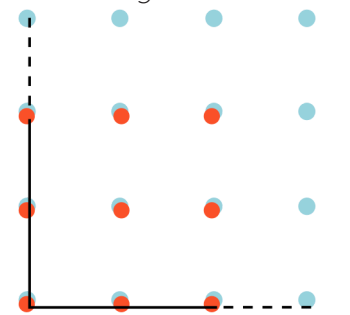
2.

You can start from any position you want, but the main requirement is to draw everything with a pencil stuck to the sheet. Also, you can not go through the same track more than once.



Tip

The creativity is endless, and so is a straight line. Don't let the dots constrain you. Have fun!



For your Journal

Make your final solution on the given dots on page 4, keep trying till you get it!

How will

m e e t

A

B



1.

Find 10 'Different' ways to connect A and B through (or not) the maze. If more than 10 ways found, GREAT!

2.

Don't overrun the paths. Same path 3 times is still 1 path.

For your Journal

On the given template in your journal page 15-16, make your own maze for your friends and family to solve.

join the threads

Materials needed

5 small pieces of thread - to start with

1.

Take 2 small pieces of thread and find 10 'Different' ways to join them together. If more than 10 ways found, GREAT!

2.

5 knots is still 1 way. So keep trying with new methods and explore!

Thread Hacks

- Create unique thread patterns by wrapping them around objects.
- Make a necklace with beads and leaves.
- Experiment with needle and thread designs.

Follow up

After connecting all 5 threads together, see if you can hang something by it?

For your Journal

Count the number of ways you joined the threads, now fill those many circles in pages 15-16.

ball it UP!

Get. Set. AIM!

Materials
needed

A glass or a cup

Some marbles/papers
or scarp



2.

Move 10 steps away from the cup and VIOLA! Start aiming. Try to put the balls in the cup.

Try to put at least 10 marbles in.
Play it alone or with your friends -
make it a fun competition.

Follow up

Try to find any broken thing in
your home. See how you can
repair/reuse it.

For your Journal

For each marble you put
in, you get to fill a circle in
pages 15-16.

1.

Collect some marbles. If not found,
use used papers, leaves, or any
other small items you find lying
around. Crumble them and make
instant balls out of them



section 3

Let's see our own selves now
with new ways of observing
and knowing.

mi r ror ��� ພ ພ

Materials needed

crayons, pencil or
anything you want to
draw with

1.

Sit in front of a mirror and try to
make all physical observations
about you.



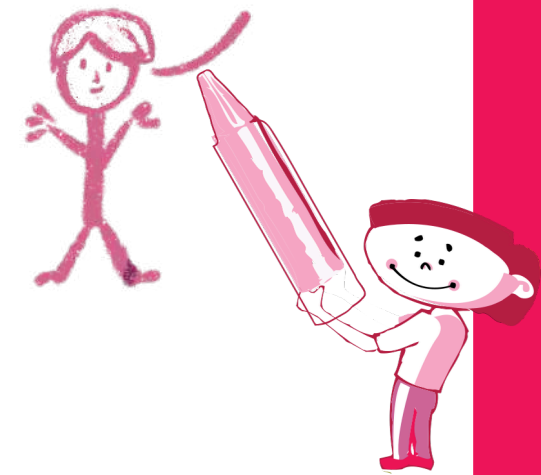
2.

Now, try to capture what you see
on paper. It is okay if it's not per-
fect, just do it!

3.

Remember to use the sense of
touch to observe, like you did in
first 3 activities.

See Pillu made his
self portrait! He saw
how his hair falls on
his face and tried to
draw it.



For your Journal

Draw your features on top of the
rough base provided on the page
number 7-8.
Remember to start, don't judge
yourself before doing.

palm lines

Let's make a quest and mark
it ours!!

Materials
needed

a cone of henna or
mehendi to trace on
your palm

1.

Take a cone of mehendi (henna) and trace on all the lines you see of your hand. Try to trace all important and minute lines

For your Journal

Pull down page as instructed in the journal and while your henna is still not fully dried, use the lines you have traced in the palms, give an palm print there!

2.

When you are done, take a piece of paper and place your hand face down on the sheet. Let the lines print on the page.

Did you know?

Fingerprints are not only found on human fingers but also on the palms of the hands, the soles of the feet, and even on the nose of some animals.

my favorite..

1.

Document your favorite object in your journal using any techniques. you can sketch or paint or take texture or print - use whatever you want or have did till now.

2.

Think of memories you have with the object and try making it in even new ways! Try to think of any way possible!

For your Journal

Write 10 line about this object & why you love it. Try to capture this object in your page, in terms of colors, size, how it works, a memory you have and more.

Follow Up

Who's your favorite animal? Now ask..

1. What does it eat? and why?
2. Where does it live? why? More question like these to know more about it. You can even make your own animal!



section 4

Let's put our memory in work
and have some fun making and
breaking things around us

Shape UP!

1.

Choose any object that you see around. You can also use some of the prompts here to help you start.

Prompts

Roti	Grass
Table	House
Cycle	Tree

2.

After choosing, turn to your group & use shapes and colors to describe how the object looks

See how Neelu here tries to tell shapes. She told :
A small circle
Then a semi circle
Then another semi circle
It all rests on a long cone
Pillu guessed it as an Ice cream! He guessed it right. It is his turn now - See he is trying to deconstruct and make Neelu guess it.

For your Journal

Track your progress in page 15-16, where number of prompts guessed = number of circles to be colored

memory game

1.

Choose a theme and name one object of the theme.



Circle
Triangle



2.

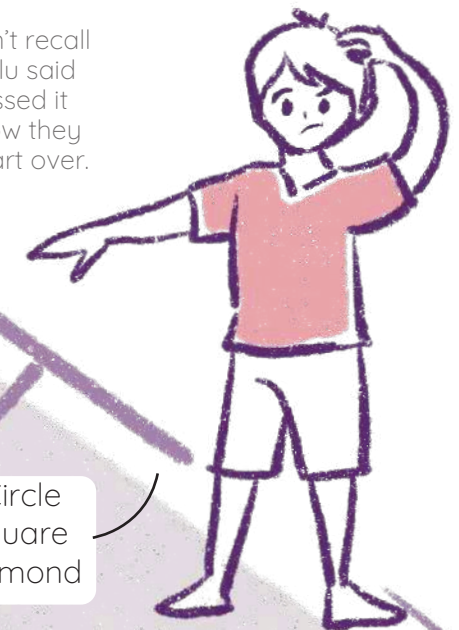
The next person has to say what you said and add their new word

3.

If anyone recalls wrong, you have to start over. Try to play for as long as you can.

Prompts Try to see if you can use mnemonic techniques in the game.

Pillu couldn't recall what Neelu said and guessed it wrong. Now they have to start over.



Mnemonic techniques

It's like a secret code that helps us recall information by breaking it down into smaller, more manageable parts. One example is using an acronym, where each letter in a word stands for something else. For instance, to remember the colors of the rainbow (red, orange, yellow, green, blue, indigo, violet), we can use the acronym VIBGYOR.

1.

Pick an object around you & keep it in front of you to interact.

2.

Find a different object and list out how they are alike.

I
can...

...but
can't

can be
eaten

cannot be
eaten

Did you know?

This is a great tool to compare any 2 objects you need to in different situations. It can help you plan, study, and create things!

3.

Also, point out things that one object can do but the other object cannot do.

For your Journal

Use the template provided in the journal on page 11-12 to make the comparisons. Make your own connections with any 2 objects of your choice (if stuck, make it easy by choosing things around you)!

Let's try to zoom in into various things around us and see the world a bit differently

guess what?



1.

Let's to try change perspectives a bit. Here are some zoomed in versions of a few things around us - try to guess what each is.



2.

Did you like this activity? You can also try to make your own game. Try to borrow a camera phone and click images, then zoom in and ask your friends to guess original image.

Did you know?

Zooming in on things can show us areas we didn't explore or think about. Try to do this with other things in your environment, games, problems and studies and see if you observe new information

trace texture



Materials needed

a sheet of paper
crayons, pencils

1.

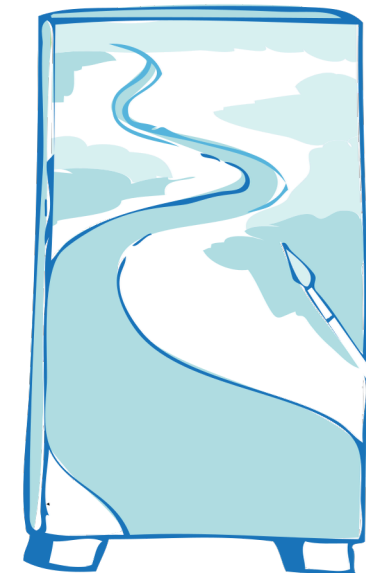
Take a sheet of paper and keep it on a textured surface. Now gently rub the pencil and see how you can capture the surface on your paper. Trace a texture around you in 2 levels

- Things that are ABOVE you
- Things that are BELOW you

Trace textures above you on the top half of the paper and bottom textures on the bottom half.

2.

Don't name what your textures are of! Now, exchange your sheets with your partner. Guess the texture your friend traced and discuss any similarities or differences between the two if unable to guess correctly.



For your Journal

Now, cut the textures that you traced on a paper, in different shapes. Stick the in your journal on page 13-14 as a collection.

Remember, getting something wrong isn't the end! It's a process!

frame e find

Materials needed

Sticks for frame
Rubber band/thread
Bangle/circular frame like
cello-tape

1.

Come, let's make a frame. Collect some sticks around to make square frames and use bangles, cello-tape etc. as circular frames.

2.

After getting your circle and square frames, try to find objects of each shape through this lens!

3.

If this is easy for you, try to find natural forms like a flower, coconut, etc.

For your Journal

Recall nearly 10 objects that you found were circles (5) and squares (5) in pages 15-16. Write it down, and now fill as my circles as the no. of objects recalled.

shadow guess

Pillu is trying to make the bell shape by gathering some leaves, a twig and a stone. Try helping him by completing the rest with him.

1.

Look closely at the given shadows in darker blue color. Use different materials around you to create this shape (ex.. dry leaves, sticks, paper, stones, etc)

2.

Use the darker blue shapes as template. See how Neelu is trying to make the shape with leaves. You can use many different things around you and fill the shape. Note how unique materials have unique shapes.

For your Journal

For the number of different materials used, fill those many no. of circles on page 15-16! Try to use many materials and explore your surrounding.

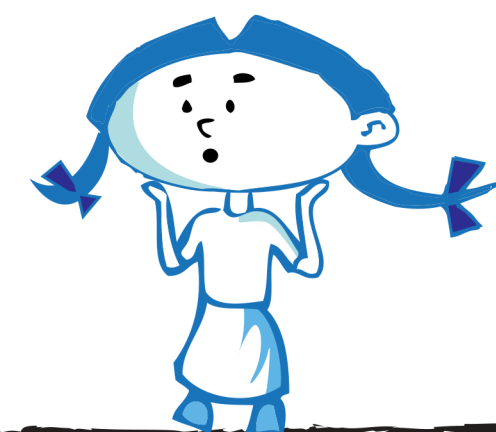


INDOOR



HUNT

SCAVENGER



1.

Observe the given color palette.



2.

Look around. Can you find a similar color ? Come on, take this sheet, try and match the colors. Pillu here found his favorite toy of the listed color! Hurray!



For your Journal

Recall nearly 10 objects that you found were circles (5) and squares (5) in pages 15-16. Write it down, and now fill as my circles as the no. of objects recalled.

Follow up

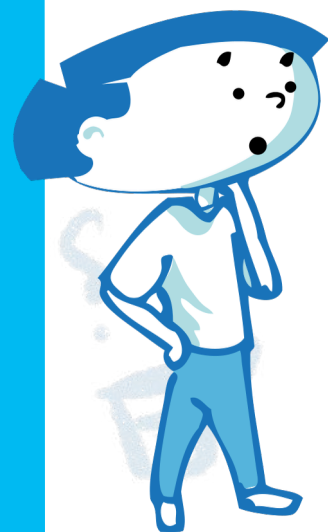
Close eyes - point finger forwards - spin for 5-10s . Stop and name the object you're pointing at, write it's autobiography now. Try to ask questions like in Question - Question game in next page, but this time try go come up with answers.

Question -

Challenge a friend for a game of question-question

1.

You and your playmates take turns asking questions. When you ask a question, your playmate has to respond with another question. Then the next person asks.



2.

If someone can't think of a question in 3 seconds or doesn't ask a question, they lose!

Can you think of some fun questions to ask?



Follow up

Question to understand an upcoming festival. Answer one question and make that answer your next question. Try to go till 5 whys.

For example :

Why do we celebrate that festival?

- Because ... : Why?

- to... - why?

and continue till 5 whys to get to its root.

Question

make your own puzzle

1.

Take a piece of paper and cardboard and stick them together.

2.

On the paper, draw or paint as you wish like. You can use some of the prompts from previous activities.

3.

Tear or cut the paper into smaller pieces and shapes. You can cut in squares or any shapes that you like.

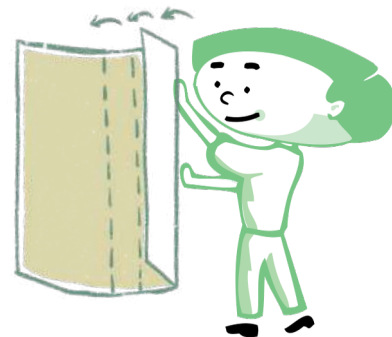
Ta-da! You just created your very own puzzle. Have fun solving it by yourself or with a bunch of people!



paper cracker

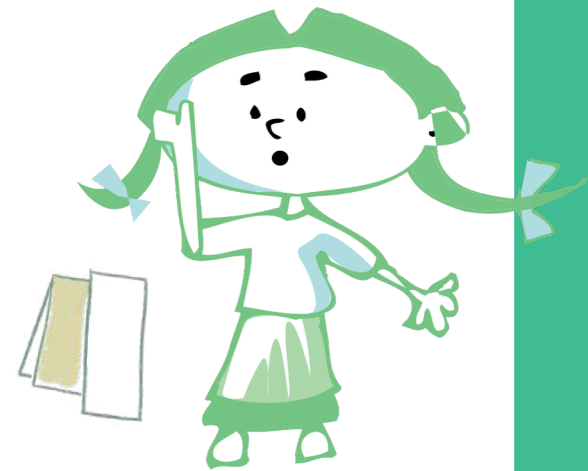
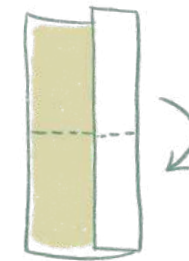
1.

Take a rectangular piece of paper. From the length side, make folds three times.



2.

Fold the paper in half leaving the folds outside as show.



3.

Now push the outer part slightly in, as shown



Hold it from the bottom, blow into the two heart shaped big holes, take it to the top and smash it down as hard as you can, you just created a cracker!



You made a Game!

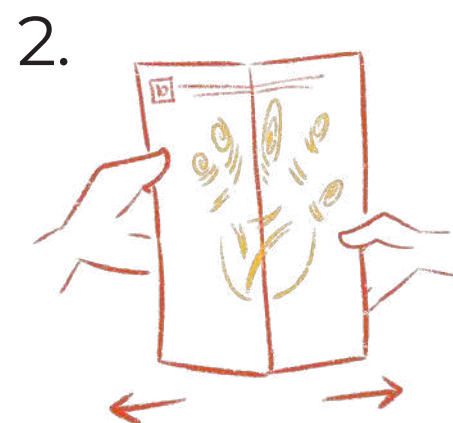
This game can only be played if you have done all the activities and filled the journal as you did. So if you have missed a few, do make sure you attempt and make it first.

Open the Journal as shown below to reveal the board for the game.

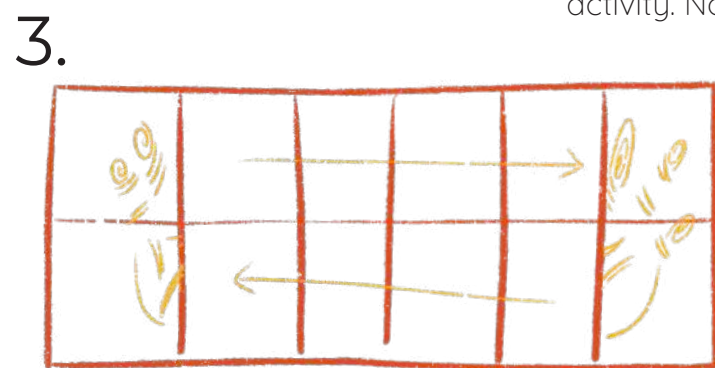
Reveal the game board :



Open page 9-10 and pull down the pages as instructed.



You will arrive at the 'Palm Lines' activity. Now pull the pages away.



Pulling the pages away will reveal the board for the game. You created this game! See game play to understand how to play.

Aim :

To conquer as many boxes as possible and make it yours. The person with most houses at the end wins!

Game play :

1. Open the palm lines activity as shown to reveal the board for the game.
2. The pages in which your palm is printed act as safe house. Both players start from the safe house on their right side in a clockwise motion.
3. Choose a bunch of Tokens - or 'goti' - from your surrounding. Choose at least 6. This could be anything - flowers, leaves, stones of a color. Remember to keep your tokens. You mark your houses later from this.
4. Roll a dice, and move that number of boxes ahead. Perform the given prompt. If you do it successfully, you mark that house as yours.

Do the activities and keep conquering. Play on!

What if you land on someone else's house?

You have a chance to win this as yours! The other player can challenge you to perform any prompt from the board and if you perform it under 15 secs, you win their house.



Neelu Chose red flowers as her token and Pillu chose dry leaves as his. They play clockwise and whichever house they win, they leave their token there to mark their houses.

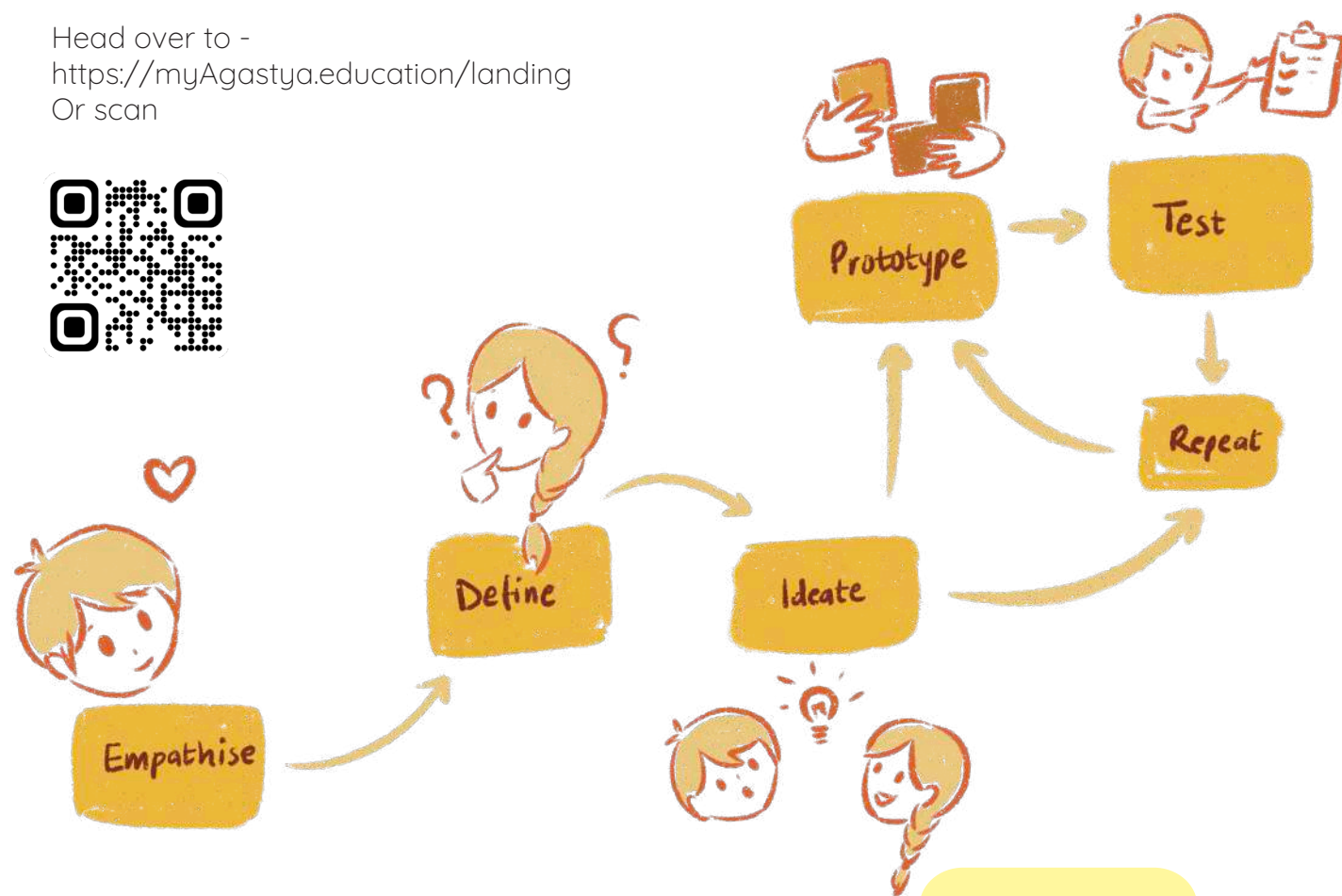
Let's level this up!

How did you like working with some simple activities and games and get to see something new?

If you want to level this up and understand more about how you can use your observation and curiosity to the practice of 'Design thinking'. Design thinking is a way of solving problems by being creative and thoughtful. We think about what people need and want, and then come up with lots of ideas. We try those ideas out, learn from them, and make things better. It's like an adventure of making cool stuff!

Head over to Agastya's website and let Neelu and Pillu take you to a new adventure of fun learning, problem solving and creations.

Head over to -
<https://myAgastya.education/landing>
Or scan



Did you know?

This book was also designed using this model. See if you can also solve and create solutions around you.



How to use this book

Hey, explorers! Get ready for an incredible activity booklet that's gonna blow your mind! Inside, you'll find a bunch of super fun stuff to do. It's like a fun game that'll help you discover all the cool things around you. You'll get to ask cool questions, zoom in on things, and even make your very own awesome creations. So, get ready for the most amazing adventure ever! We're gonna unlock hidden secrets, make mind-blow- ing things, and turn our world into a big, happy play- ground. Grab your activity booklet and let's dive into the fun! Ready, set, go!

a collaborative effort of

